

Xin Ma's Notebook

07/11/16

Work finished:

1. Study Python and finish the study notes.
2. Think about the arrangement within the group.

Problem unsolved:

1. Improve the learning of Python.

07/12/16

Work finished:

1. Finish Python entry learning notes.
2. Learn the function programming part of Python and complete notes.

Problem unsolved:

1. Continue to learn Python.
2. Update and release the mobile game.

07/13/16

Work finished:

1. Learn the part of the object oriented Python.
2. Make pictures for some partners' birthday.

Problem unsolved:

1. Make the end of the Python learning.
2. Modify the English version of Bio2048, complete the Chinese version and release to the plat of application.

07/14/16

Work finished:

1. End the learning of Python.
2. Modify the English version of Bio2048, complete the Chinese version.

Problem unsolved:

1. Understand the specific software to write the back-end code.
2. Release the game.

07/15/16

Work finished:

1. Build the development environment of Python.
2. Learn pycharm.
3. Release game.

Problem unsolved:

1. Write a simple program with pycharm in order to deeply familiar with the pycharm.
2. Understand the other knowledge involved in Python.

07/16/16

Work finished:

1. Use pycharm to write a simple calculation programs.
2. Understand the reptiles.

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Problem unsolved:

1. Understand the file processing in Python.
2. Continue to write small programs with Python.

07/18/16

Work finished:

1. Learn the regular expression.
2. Learn the rules of the JSON.

Problem unsolved:

1. Learn Django.
2. Learn mongoDB.

07/19/16

Work finished:

1. Learn mongoDB.
2. Understand pymongo.

Problem unsolved:

1. Learn Django.
2. Try to finish the task arranged.

07/20/16

Work finished:

1. Learn Django preliminary.

Problem unsolved:

1. Continue to learn Django.
2. Try to finish the practice.

07/21/16

Work finished:

1. Learn view in Django.
2. Configure URL and learn the template.

Problem unsolved:

1. Learn model in Django.
2. Understand Admin content.

07/22/16

Work finished:

1. Learn the form in Django.
2. Understand the background code of SYSU preliminary.
3. Identify the recent tasks.

Problem unsolved:

1. Learn the model use of JSON
2. Identify the format of JSON.
3. Learn the C files call.

07/23/16

Work finished:

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1. Learn the form in Django deeply.
2. Learn the advanced view and URL configuration.
3. Identify the format of JSON and use file in JSON basically

Problem unsolved:

1. Understand the xml format of SBOL.
2. Understand the use of C files in Python.

07/25/16

Work finished:

1. Finish learning Ai basically.
2. Complete dealing with SVG.

Problem unsolved:

1. Study SBOL 7.3.
2. Prepare for what to report.

07/26/16

Work finished:

1. Complete the documentation to report.
2. Study SBOL 7.3 preliminary.

Problem unsolved:

1. Continue to study SBOL 7.3.
2. Write two documentations for game.

07/27/16

Work finished:

1. Modify a bug in game that program can't exit when users click "return" button twice.
2. Note the java file of scarmap in cello.
3. Write User Guide for game designing.

Problem unsolved:

1. Write developing documentation for game.
2. Learn java.

07/28/16

Work finished:

1. Note interviewing documentation about game.
2. Review teaching video about java.

Problem unsolved:

1. Write developing documentation for game.
2. Review java.
3. Study SBOL 7.3.

07/29/16

Work finished:

1. Complete safety documentation about game.
2. Review teaching video about java.

Problem unsolved:

1. Write developing documentation for game.

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2. Learn custom view in Android.
3. Study SBOL 7.3.

08/01/16

Work finished:

1. Modify User Guide documentation of game.
2. Modify the slide mode in Rule interface.
3. Add learning mode to game.

Problem unsolved:

1. Write development documentation of game, aim to complete class diagrams part.
2. Learn custom view of Android.

08/02/16

Work finished:

1. Complete the class diagrams and program flow charts parts.
2. Learn custom view of Android.

Problem unsolved:

1. Complete the whole development documentation of game.
2. Study the use of GitHub.

08/03/16

Work finished:

1. Complete the whole development documentation of game.
2. Study the use of GitHub.

Problem unsolved:

1. Manage game in GitHub.
2. Help Scientist write program.

08/04/16

Work finished:

1. Manage game in GitHub.
2. Try to help Scientist write program.

Problem unsolved:

1. Write project which is used in wiki.

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